

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A method in a computer system for displaying modeless windows, the computer system running an application, the method comprising:  
displaying an application window having a client area;  
within the client area, displaying a document window;  
displaying a modeless window in the document window and anchored to an edge of  
the document window, the anchored modeless window having at least a collapsed or open state;  
within the modeless window, displaying information associated with the application;  
and  
when the modeless window is in a the collapsed state, determining a preferred position of the modeless window based upon a its size ~~of its in the~~ open state.

2. (Original) The method of claim 1, further comprising updating information displayed in the modeless window to reflect a change in the information associated with the application changes.

3. (Previously Presented) The method of claim 1 wherein the modeless window has two or more non collinear sides, and wherein portions of a document displayed in the document window are displayed adjacent to at least two of the sides of the modeless window.

4. (Original) The method of claim 1 wherein the modeless window is wholly contained in the document window.

5. (Original) The method of claim 1 wherein the modeless window is a child window.

6. (Original) The method of claim 1 wherein the method further includes displaying a second modeless window in the document window and wherein the second modeless window contains information regarding the application.

7. (Original) The method of claim 6 wherein the modeless window and the second modeless window are non-overlappable.

8. (Original) The method of claim 1, further comprising changing the size of the modeless window in response to user input.

9. (Original) The method of claim 8, further comprising receiving the user input via a mouse.

10. (Original) The method of claim 9, further comprising:  
expanding the modeless window when the input from the mouse selects a display position that is near the modeless window; and  
collapsing the modeless window when the input from the mouse selects a display position that is not near the modeless window.

11. (Currently Amended) A computer-readable medium whose contents cause a computer system that is running an application to displaying modeless windows by:  
displaying an application window having a client area;  
within the client area, displaying a document window;  
displaying a modeless window in the document window and anchored to an edge of the document window, the anchored modeless window having at least a collapsed or open state;  
within the modeless window, displaying information regarding the application; and  
when the modeless window is in a the collapsed state, determining a preferred position of the modeless window based upon a its size of its in the open state.

12. (Original) The computer readable medium of claim 11 wherein the contents of the computer-readable medium further cause the computer system to update information displayed in the modeless window as the information regarding the application changes.

13. (Original) The computer readable medium of claim 11 wherein the modeless window has two or more non collinear sides, and wherein portions of a document displayed in the document window are displayed adjacent to at least two of the sides of the modeless window.

14. (Original) The computer readable medium of claim 11 wherein the modeless window is a child window.

15. (Original) The computer readable medium of claim 11 wherein the contents of the computer-readable medium further cause the computer system to display a second modeless window in the document window and wherein the second modeless window contains information regarding the application.

16. (Original) The computer readable medium of claim 11 wherein the contents of the computer-readable medium further cause the computer system to change the size of the modeless window in response to user input.

17. (Original) The computer readable medium of claim 16 wherein the contents of the computer-readable medium further cause the computer system to receive the user input via a mouse.

18. (Currently Amended) The computer readable medium of claim 17 wherein the contents of the computer-readable medium further cause the computer system to display modeless windows by:

expanding the modeless window when the input from the mouse is near the modeless window; and  
collapsing the modeless window when the input from the mouse is not near the modeless window.

19. (Previously Presented) A method in a computer system for displaying modeless windows, the computer system running an application, the method comprising:  
displaying an application window having a client area;  
within the client area, displaying a document window;  
displaying a first modeless window in the document window that does not prevent functionality of the document window after being selected and that within it displays information associated with the application;  
displaying a second modeless window in the document window that does not prevent functionality of the document window after being selected and that within it displays information associated with the application; and  
moving a present location of the first modeless window if a window movement command from a user is received that causes the second modeless window to be moved to a position which would overlap a preferred location of the first modeless window.

20. (Previously Presented) The method of claim 19 wherein the user movement command is a double-clicked mouse.

21. (Original) The method of claim 19 wherein the first modeless window has two or more non collinear sides, and wherein portions of a document displayed in the document window are displayed adjacent to at least two of the sides of the first modeless window.

22. (Original) The method of claim 19 wherein the first modeless window is wholly contained in the document window.

23. (Original) The method of claim 19 wherein the first modeless window is anchored to an edge of the document window.

24. (Previously Presented) The method of claim 19 wherein the first modeless window is a child window.

25. (Previously Presented) The method of claim 19, further comprising changing the size of the first modeless window in response to user input.

26. (Previously Presented) The method of claim 25, further comprising receiving the user input via a mouse.

27. (Previously Presented) The method of claim 26, further comprising:  
expanding the first modeless window when the input from the mouse selects a display position that is near the modeless window; and  
collapsing the second modeless window when the input from the mouse selects a display position that is not near the modeless window.

28. (Currently Amended) A computer-readable medium whose contents cause a computer system that is running an application to displaying modeless windows by:  
displaying an application window having a client area;  
within the client area, displaying a document window;  
displaying a first modeless window in the document window that does not prevent functionality of the document window after being selected and that within it displays information associated with the application;

displaying a second modeless window in the document window that does not prevent functionality of the document window after being selected and that within it displays information associated with the application; and moving a present location of the first modeless window if a window movement command from a user is received that causes the second modeless window to be moved to a position which would overlap a preferred location of the first modeless window.

29. (Previously Presented) The computer readable medium of claim 28 wherein the user movement command is a double-clicked mouse.

30. (Original) The computer readable medium of claim 28 wherein the first modeless window has two or more non collinear sides, and wherein portions of a document displayed in the document window are displayed adjacent to at least two of the sides of the first modeless window.

31. (Original) The computer readable medium of claim 28 wherein the first modeless window is anchored to an edge of the document window.

32. (Original) The computer readable medium of claim 28 wherein the first modeless window is a child window.

33. (Previously Presented) The computer readable medium of claim 28 wherein the contents of the computer-readable medium further cause the computer system to change the size of the first modeless window in response to user input.

34. (Previously Presented) The computer readable medium of claim 33 wherein the contents of the computer-readable medium further cause the computer system to receive the user input via a mouse.

35. (Currently Amended) The computer readable medium of claim 34 wherein the contents of the computer-readable medium further cause the computer system to display modeless windows by:

expanding the first modeless window when the input from the mouse is near the modeless window; and

collapsing the first modeless window when the input from the mouse is not near the modeless window.

36. (Previously Presented) A method in a computer system for displaying modeless windows, the computer system running an application, the method comprising:

displaying an application window having a client area;

within the client area, displaying a document window;

displaying a modeless window in the document window that displays information regarding the application; and

collapsing the modeless window such that a title bar is displayed when user input selects a display position that is not near the modeless window.

37. (Original) The method of claim 36, further comprising receiving the user input via a mouse.

38. (Original) The method of claim 36, further comprising updating information displayed in the modeless window to reflect a change in the information associated with the application changes.

39. (Original) The method of claim 36 wherein the modeless window has two or more non collinear sides, and wherein portions of a document displayed in the document window are displayed adjacent to at least two of the sides of the modeless window.

40. (Original) The method of claim 36 wherein the modeless window is wholly contained in the document window.

41. (Original) The method of claim 36 wherein the modeless window is anchored to an edge of the document window.

42. (Original) The method of claim 36 wherein the method further includes displaying a second modeless window in the document window and wherein the second modeless window contains information regarding the application.

43. (Original) The method of claim 42 wherein the modeless window and the second modeless window are non-overlappable.

44. (Original) The method of claim 36, further comprising changing the size of the modeless window in response to user input.

45. (Original) The method of claim 36, further comprising:  
expanding the modeless window when the input from the mouse selects a display position that is near the modeless window.

46. (Original) The method of claim 36 wherein the modeless window is a child window.

47. (Currently Amended) A computer-readable medium whose contents cause a computer system that is running an application to displaying modeless windows by:  
displaying an application window having a client area;  
within the client area, displaying a document window;  
displaying a modeless window in the document window that displays information regarding the application; and



collapsing the modeless window such that a title bar is displayed when user input selects a display position that is not near the modeless window.

48. (Original) The computer readable medium of claim 47 wherein the contents of the computer-readable medium further cause the computer system to update information displayed in the modeless window as the information regarding the application changes.

49. (Original) The computer readable medium of claim 47 wherein the modeless window has two or more non collinear sides, and wherein portions of a document displayed in the document window are displayed adjacent to at least two of the sides of the modeless window.

50. (Original) The computer readable medium of claim 47 wherein the modeless window is anchored to an edge of the document window.

51. (Original) The computer readable medium of claim 47 wherein the contents of the computer-readable medium further cause the computer system to display a second modeless window in the document window and wherein the second modeless window contains information regarding the application.

52. (Original) The computer readable medium of claim 47 wherein the contents of the computer-readable medium further cause the computer system to change the size of the modeless window in response to user input.

53. (Original) The computer readable medium of claim 47 wherein the contents of the computer-readable medium further cause the computer system to receive the user input via a mouse.

54. (Currently Amended) The computer readable medium of claim 53 wherein the contents of the computer-readable medium further cause the computer system to display modeless windows by:

expanding the modeless window when the input from the mouse is near the modeless window.

55. (Previously Presented) A method of communicating information to a user about a computer program that includes a display window, the method comprising:

displaying a first modeless child window that does not prevent functionality of the document window after being selected and that contains information about the computer program to the user, the modeless child window having a preferred location;

displaying a second modeless child window that does not prevent functionality of the document window after being selected and that contains information about the computer program to the user, the modeless child window having a preferred location;

receiving a window movement command from a user that causes the second modeless child window to be moved to a position in which it would overlap the first modeless child window in its preferred location;

in response to determining that the second modeless child window would overlap the first modeless child window, moving the first modeless child window to a new location in which the second modeless child window does not overlap the first child window; and

anchoring the first modeless child window in a position that does not interfere with the preferred location of the second modeless child window.

56. (Original) The method of claim 55, further comprising closing the first modeless child window responsive to other input received from the user, then displaying the first modeless child window responsive to additional input received from the user.

57. (Original) The method of claim 56, further comprising changing a state of the first modeless child window responsive to additional user input.

58. (Original) The method of claim 55 wherein both modeless child windows are anchored windows.

59. (Previously Presented) The method of claim 56 wherein the window movement command is a double-clicked mouse.

60. (Previously Presented) A computer-readable medium whose contents cause a computer system running a computer to communicate information to a user about a computer program that includes a display window by:

- displaying a first child modeless window that does not prevent functionality of the document window after being selected and that contains information about the computer program to the user, the modeless child window having a preferred location;

- displaying a second child modeless window that does not prevent functionality of the document window after being selected and that contains information about the computer program to the user, the modeless child window having a preferred location;

- receiving a window movement command from a user that causes the second modeless child window to be moved to a position in which it would overlap the first modeless child window in its preferred location;

- in response to determining that the second modeless child window would overlap the first child window, moving the first modeless child window to a new location in which the second modeless child window does not overlap the first child window; and

- anchoring the first modeless child window in a position that does not interfere with the preferred location of the second modeless child window.

61. (Original) The computer readable medium of claim 59 wherein the contents of the computer readable medium further cause the computer system to update information displayed in the modeless child window as the information regarding the application changes.

62. (Original) The computer readable medium of claim 59 wherein the contents of the computer readable medium further cause the computer system to close the first modeless child window responsive to other input received from the user and reopen in same position.

63. (Original) The computer readable medium of claim 59 wherein the contents of the computer readable medium further cause the computer system to detach the modeless child window from the edge of the display window when directed by the user.

64. (Previously Presented) The computer readable medium of claim 59 wherein the window movement command is a double-clicked mouse.

65. (Previously Presented) The computer readable medium of claim 59 wherein the window movement command is a mouse drag.

66. (Previously Presented) A computer system for displaying modeless windows to a user of a computer program comprising:

- a window display system that displays a window having a client area;

- a second window display system that displays a document window within the client area;

- a third window display system that displays a modeless child window that does not prevent functionality of the document window after being selected, and the third system displays the child window anchored to the edge of the document window and determines a preferred position of the modeless child window

based upon a size of its open state even when the modeless child window is in a collapsed state; and  
a content display system that displays information regarding the application within the modeless child window.

67. (Currently Amended) A computer system for communicating information to a user about a computer program that includes a display window comprising:  
a window display system that displays a modeless child window containing information about the computer program to the user;  
a window attacher for anchoring the modeless child window to an edge of the display window;  
an opening process that opens the modeless child window responsive to input received from the user;  
a closing process that closes the child window responsive to other input received from the user; and  
a preferred position process that ~~determining~~ determines a preferred position of the modeless child window based upon a size of its open state when the modeless window is in a collapsed state.